

### **Amendments to the Claims**

Claims 1-9 (cancelled)

10. (New) A method for spatialization of sound relating to a video, wherein the sound has associated 2D location information for which width and height correspond to width and height of the video, comprising steps of transforming audio coordinates from the 2D coordinate system of the video screen plane to a 3D coordinate system, wherein said height information is mapped to audio depth information perpendicular to the 2D video plane and said width information remains audio width information; extracting a third coordinate value and adding the third coordinate value as new audio height information to a 3D audio position vector; and spatializing the sound according to the audio height, depth and width information of the 3D coordinate system.

11. (New) Method according to claim 10, wherein the spatialization is performed according to a scene description containing a parametric description of sound sources corresponding to the audio signals, wherein the parametric description has a hierarchical graph structure with nodes and includes in a first node said width and height information and in a second node said third coordinate value and data defining said transformation.

12. (New) Method according to claim 10, wherein said 2D coordinate system corresponds to the screen plane and said 1D value corresponds to a depth information perpendicular to said screen plane.

13. (New) Method according to claim 1, wherein a transformation of said 2D coordinate system values to said 3D positions enables mapping of a vertical movement of a graphical object in the screen plane to a movement of a corresponding audio object in the depth perpendicular to said screen plane.

14. (New) Method according to claim 10, wherein the mapping is performed according to a 2x3 matrix or corresponding rotation around the horizontal or width axis.

15. (New) Method according to claim 10, wherein separate sound sources are coded as separate audio objects and the arrangement of the sound sources in a sound scene is described by a scene description having first nodes corresponding to the separate audio objects and second nodes describing the presentation of the audio objects and wherein a field of a second node defines the 3D spatialization of a sound source, said third coordinate and said transforming.

16. (New) Method for decoding a presentation description of audio signals, comprising steps of :

- receiving audio signals corresponding to a sound source linked with a parametric description of said sound source, wherein said parametric description includes information which allows spatialization in a 2D coordinate system of width and height;
- determining whether or not to perform audio presentation in 3D;
- separating an additional 1D value from said parametric description;
- if an audio presentation is to be performed in 3D, spatializing in a 2D visual context said sound source in a 3D domain using said additional 1D value, wherein the height parameter is mapped to the depth and said additional 1D value is used as height; and
- otherwise spatializing said sound source in a 2D domain, wherein the height parameter is used as height and width parameter is used as width.

17. (New) Method according to claim 16, wherein audio objects representing separate sound sources are separately decoded and a single soundtrack is composed from the decoded audio objects using a scene description having first nodes corresponding to the separate audio objects and second nodes describing the processing of the audio objects, and wherein a field of a second node defines the 3D spatialization of a sound source.